VIC TOKAI INC.
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LOCK ON™

INSTRUCTION BOOKLET

VIC TOKAI

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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Early 21st Century. The Night Before the Mission

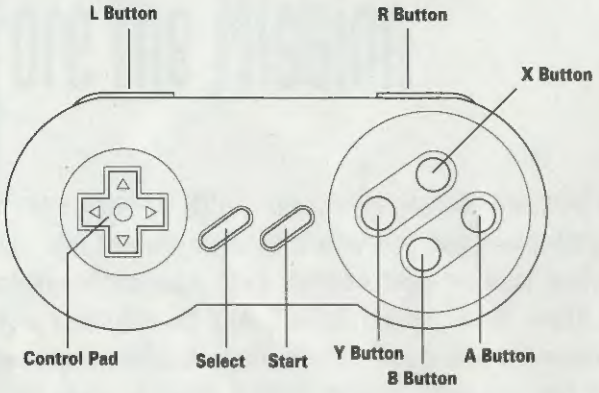
The year is 1990. The world market has slid into recession, and the countries of the world, beginning with the more advanced nations, have slashed their military budgets. After the collapse of the Soviet Union, civil wars and disturbances break out everywhere. Guns and ammunition, instead of going through normal military channels, are being diverted to the black market. Among these weapons are some of the latest jet aircraft, planes that showed overwhelming power in the Gulf War.

It looks as if the world is poised on the edge of the Third World War. Suddenly, fighter planes, country of origin unknown, violate the air space over an unknown country in the Middle East. Innumerable blips appear on radar screens. The head of the government of the unknown country asks for the intervention of UN Forces.

Gentlemen, your mission is to defeat all of the planes you see on your on-board radar. So, show your true colors, prevent the spread of this war, and stop the outbreak of World War Three.

Use of the Controller

This is a one-player game. Please connect the standard controller to Port 1.

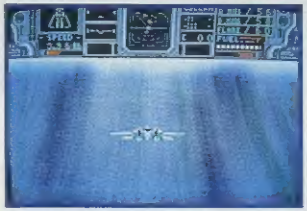


Start Button	Starts the game at the Title Screen Skips over the mission instructions Pauses the game during play
A Button	Fires the A missile
B Button	Fires the B Missile Advances text during mission instructions
Y Button	Fires the Vulcan gun (Not available on TORNADO)
X Button	Fires a flare
R Button	Press and hold to increase speed. In a dogfight, pressing and releasing quickly will activate the afterburner
L Button	Press and hold to decrease speed In a dogfight, pressing and releasing quickly will activate the air brake
Control Pad	Used to change direction of your fighter

SPECIAL BUTTON TECHNIQUES

DOGFIGHTING

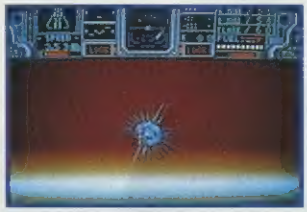
LOOP (AIR-TO-AIR MISSIONS ONLY)



To get behind an enemy pursuing you.

While holding DOWN the Control Pad, push the R button rapidly.

ROLL



To rapidly rotate your fighter, to get behind an enemy to the side.

Pushing left and right on the Control Pad while pressing the R button rapidly activates the roll.

- Depending on where your fighter is hit by enemy fire, your fuel consumption and the operation of your Vulcan gun and afterburner may be affected.

BOMBING MISSIONS

RAPID CLIMB (BOMBING MISSIONS ONLY)

Climb quickly, to avoid a crash.

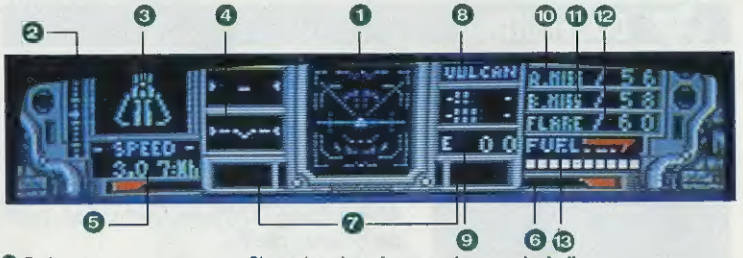
While holding DOWN the Control Pad, push the R Button rapidly.

- During a bombing mission hitting anti-aircraft guns will put them out of commission for 1 hour, greatly increasing your chances at low altitudes.

If you select OPTIONS at the title screen, you can change the controller button functions. You can also change the number of credits you start with.

Reading Instruments

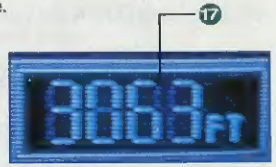
The on-board radar quickly detects approaching enemy fighters and missiles. This is the key to deciding what tactics will ensure victory.



❶ Radar ..... Shows location of enemy planes and missiles. Your plane is shown by the white triangle.
❷ Altitude ..... Shows the altitude of your fighter
❸ Condition ..... Registers when your fighter is hit. Damaged areas are shown in red. If your fighter is damaged in more than 4 places, your fighter is destroyed.
❹ Bank Indicator ..... Shows if your fighter is flying level, banking left or banking right.
❺ Speed ..... Shows the present rate of speed of your fighter.
❻ Thrust ..... Engine thrust is displayed.
❼ Lock-on Alarm ..... Alarm sounds when your fighter has been locked on by an enemy missile.
❽ Vulcan Gun Ammunition ..... Shows how much ammunition is left for the Vulcan gun.
❾ Enemies shot down ..... Displays how many enemy fighters have been shot down.
❿ A Missiles remaining ..... Shows the number of A Missiles left.
⓫ B Missiles remaining ..... Shows the number of B Missiles left.
⓬ Flares ..... Shows the number of flares remaining.
⓭ Fuel gauge ..... Shows the amount of fuel remaining.
⓮ Lock on ..... When the square is displayed, your missile aiming system is locked on to an enemy.

BOMBING MISSIONS ONLY

⓯ Ground Radar ..... Bomber radar. Shows the contour of the land, targets (in red) and your fighter (in white).
⓰ Bombing accuracy ..... Shows the target destruction level during bombing mission. (No damage is shown as 100%)
⓱ Digital Altitude Meter ..... Digital display shows altitude.



GAME START/CONTINUE/GAME OVER

GAME START

At the Title screen, push the Start Button. Mission 1 will start. There are air missions and ground missions. You can choose between 2 aircraft for each type of mission. You can also choose the kind of weapons appropriate to your mission.

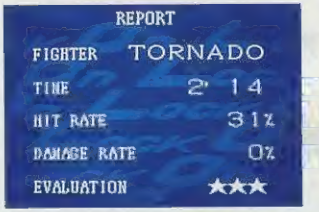
GAME OVER

If your fighter suffers damage in four places, or if you are hit by an enemy air-to-air missile, you lose one fighter. If you run out of fuel, you lose one fighter. You will also lose a fighter if you exhaust your weapon and ammunition supply or if your altitude drops to 0.

When you've lost all your fighters the game is over.

CONTINUE

When you've lost all your fighters, the continue screen is displayed.
If you want to continue, select YES within 10 seconds.
There is a limit on the number of continues.



BATTLE RESULTS SCREEN

After each Mission is cleared the screen shown at left will appear.

- ▶ Mission Elapsed Time
  The elapsed time of this mission is displayed.
- ▶ Hit Rate
  Shows the percentage of missiles player fired that hit their target
- ▶ Damage Rate
  This is computed with one of the player's planes as 100%
- ▶ Evaluation
  Player's performance is rated - one to five stars.

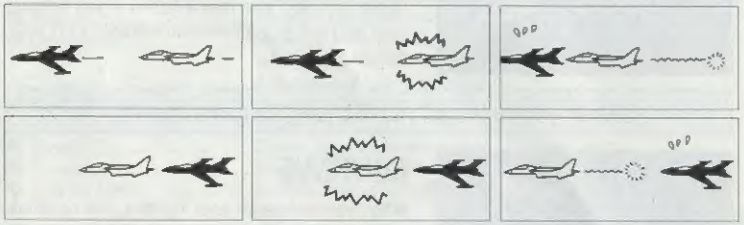
Basic Dogfight Techniques

The techniques explained here are useful during dogfights. By combining these, you'll be able to maneuver your ship, wage war on the enemy, and trap your opponents.

AFTERBURNER

The afterburner is used to quickly raise the speed of your fighter. Burns fuel rapidly.

An effective strategy for chasing and shooting down an escaping enemy.
To evade an enemy approaching from behind.



AIR BRAKE

When flying high and fast, this will bring your speed down rapidly using air pressure.

* To evade an enemy approaching from the rear and get behind him.

ROLL

Makes it possible to rapidly change forward direction

* Used to rapidly change direction to attack an enemy alongside .

LOOP

Climb quickly, and loop

You can use this technique to avoid an enemy you're running from, and get behind him.

▶ Avoiding Enemy Missiles

By using the button techniques (Roll, Loop, etc.) you can usually manage to avoid enemy missiles, but you can also, by carefully timing the release of flares, divert an enemy missile and increase your chances of success.

AIRCRAFT

The latest aircraft designed for dogfighting. Pick the aircraft most suited to your mission, taking into account their speed and maneuverability and your strategy.

F14-D Super Tomcat

F14-D (USA) Its advantages are high speed and long range. Can carry a large missile load. Weapons payload limit is 9800 kg.

DATA
ENGINE F-110-6-400
LENGTH 18.87m
HEIGTH 4.88m
WEIGTH 27.87t

American Navy variable wing fighter. Usually assigned to squadrons in charge of air defense of aircraft carriers. It can track 24 targets simultaneously at long range, and attack 6 aircraft at the same time with its APG-71 radar and AIM-54C. Equipped with the latest Phoenix air-to-air missile weapons system.

FS-X[F16SX-3]

FS-X (JAPAN) Excelling in maneuverability, demonstrates its power in standard combat but its missile accuracy is very high. Weapons payload 5500 Kg.

DATA
ENGINE F200-PW-100A
LENGTH 14.52m
HEIGTH 5.01m
WEIGTH 16.05t

Replaces the F-1 as the Japanese Air Self-Defense Force's main support fighter. Based on the General Dynamics F-16, produced by a joint U.S.-Japan effort, it has special electronic radar, upgraded engine, and improved stealth capabilities. It also has the large size of its wings, the strength of its armaments, and improved maneuverability to recommend it .

BOMBERS

Used in Air-to-Ground missions. Select your bomber by carefully considering armament, speed, and turning ability.

A-10A Thunderbolt II

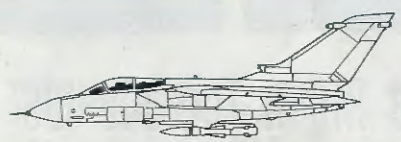
A-10A (USA) As an attack bomber, it has a tight turning radius. Equipped with powerful Gatling gun. Missile payload is small. Weapons payload 6800 Kg.

DATA
ENGINE TF34-GE-100
LENGTH 16.26m
HEIGTH 4.47m
WEIGTH 20.91t

American Air Force bomber developed for the Vietnam War, it specializes in close support. With its heavy armaments it can remain over a battle zone long periods of time. It was developed for its maneuverability as well as its high survival rate in combat. Top speed of 722 km./hr. Unique appearance. Boasts a fixed large-bore 30mm Gatling Gun.

TORNADO IDS

TORNADO IDS (NATO) Bomber specializing in high-speed low-level flight. Capable of carrying large missiles. Weapons payload 9900 Kg.

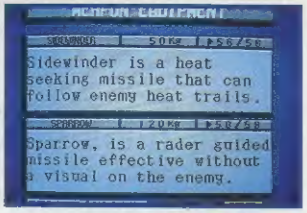


DATA
ENGINE RB199-34-R4
LENGTH 18.06m
HEIGTH 5.73m
WEIGTH 23.27t

Standard bomber developed jointly by England, West Germany and Italy. Distinctive features are high-speed, low-level attack capabilities and deadly accuracy. It maintains its maneuverability during low-level flying and can follow the contours of the land at altitudes as low as 60 meters. Distinguished by accuracy at both high and low altitudes, and its sophisticated STOL capabilities. In addition, it is used by the English Air Force as an ambush bomber.

A LOOK AT THE WEAPONS

You can change the A Missile and B Missile to match your choice of battle tactics. By selecting CHANGE at the Missile select screen you can load to the payload limit of your aircraft.



Air to Air Use F14-D and FS-X

- ►M61 Vulcan gun ... Controlled by the Y Button
  Short range air-to-air weapon. Six barrels fire 4,000-6,000 20 mm. rounds per minute. Number of rounds limited.
- ►A Missile AIM-9 Sidewinder Controlled by the A Button
  Heat-seeking air-to-air missile. This missile can follow the exhaust trail of a jet engine. Useful when pursuing an enemy.
- ►B Missile AIM-7 Sparrow Controlled by B Button
  Semi-active radar homing missile. This missile is guided by locking on to a radar signal from your fighter. Medium Range missile.
- ►Flare shell Controlled by the X Button
  Flares can be used to divert an enemy missile. If timed well, an approaching enemy missile will lock on to flare, allowing you to escape.

Air to Ground Use A10-A Tornado-IDS

- ►GAU-8/A Gatling Gun .....Controlled by the Y Button.
  Used only on the A10-A. Armor-piercing 30 mm gun. Number of rounds limited.
- ►A Missile BLU-27 Napalm Gun ..... Controlled with the A Button
  Burns everything over a wide target area using intense heat.
- ►B Missile AGM-65 Maverick Air-to-ground Missile Controlled by the B Button
  Highly accurate, powerful Air-to-ground missile.

90-DAY LIMITED WARRANTY

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

VIC TOKAI INC. shall not be liable for the incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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